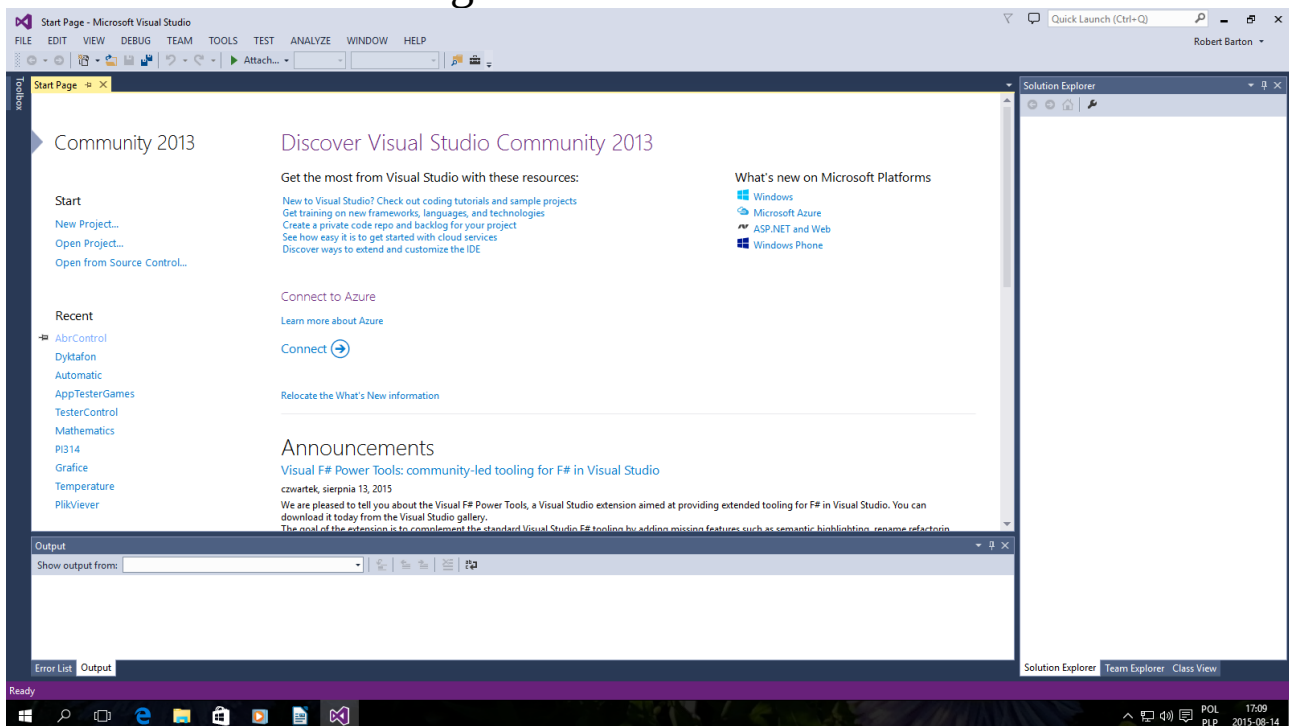
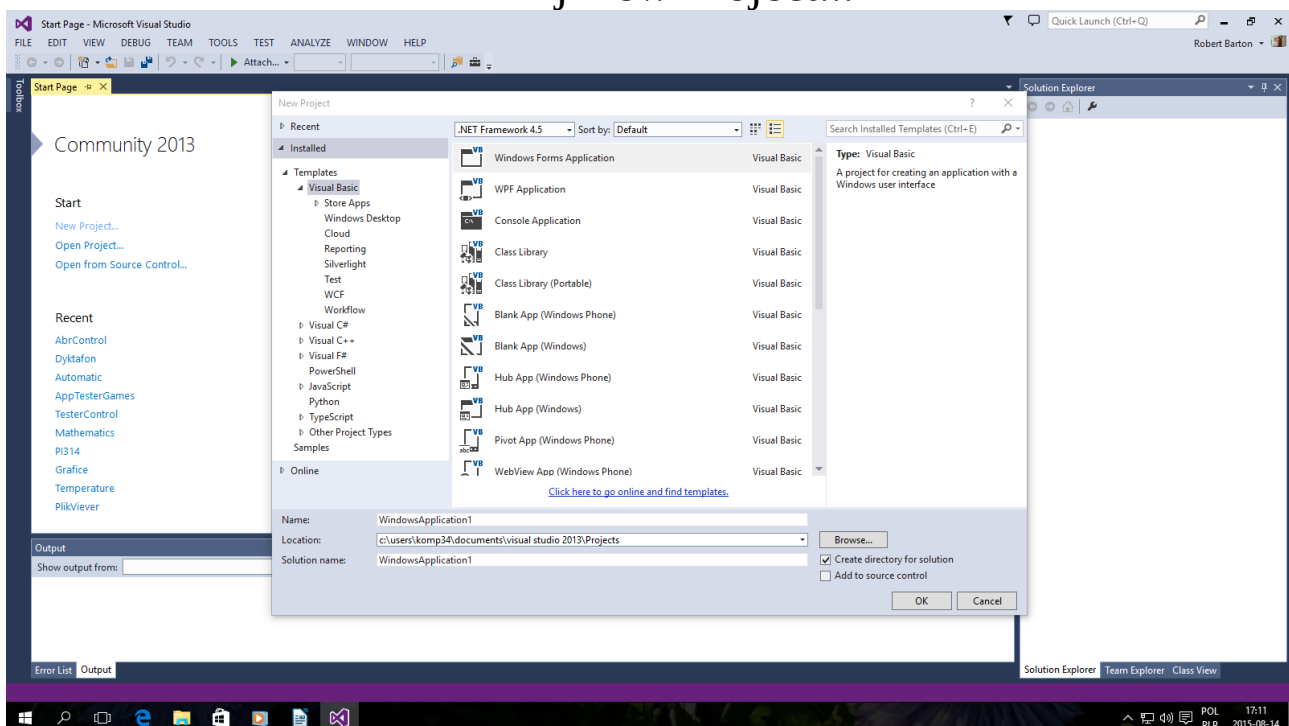


Pierwszy Program w Visual Studio 2013

Program Visual Basic – VB

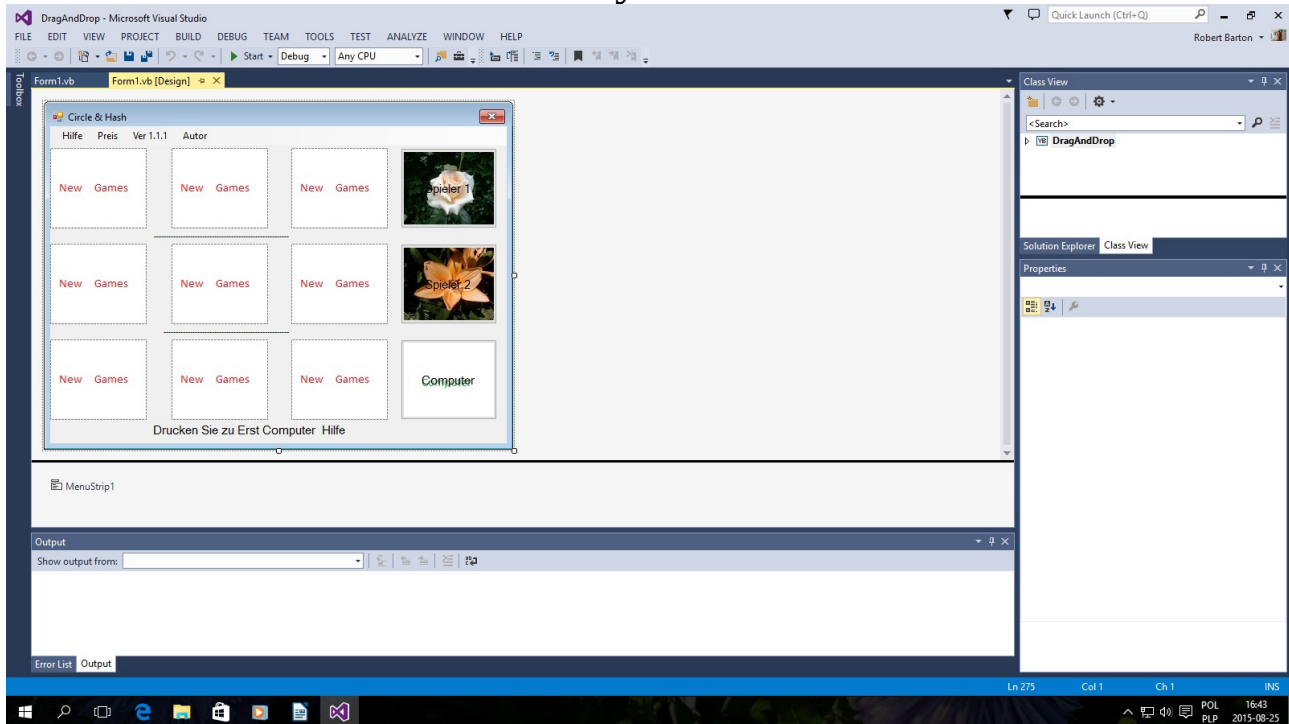


Okno startowe
kliknij New Project...



Tak jak powyżej
Można zmienić nazwę po niżej Name
i kliknąć OK

Programowanie Gier W Visual Studio 2013 Visual Basic Przykład :



To jest niemiecka wersja
Kółko i Krzyżyk
aplikacja dostępna na mojej stronie
bartonrobert8.npage.de
zakładka Download
Plik nazywa się CircleHashDE.Zip

Jeżeli rozumiesz z czego jest zbudowana
Dziewięć PictureBox od 1 do 9 wielkość 200x150 pikseli
Trzy Button od 1 do 3
oraz 4 Gify obrazki
Wtem samym katalogu co plik ExE
który napiszesz .
Fota 1do 4

4 Pliki.gif o odpowiedniej wielkości 200x150 pikseli
można je zmienić tylko zachować wielkość .

To zrozumiesz kod:

```
Public Class Form1
```

```
Dim Private a, b, c, d, j, f, g, h, i, z As Double  
Dim Private Fotki(0 To 3) As String  
Dim Private p1 As Double
```

```
Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load  
    Fotki(0) = "Fota3.jpg"  
    Fotki(1) = "Fota2.jpg"  
    Fotki(2) = "Fota1.jpg"  
    Fotki(3) = "Fota4.jpg"
```

```
End Sub
```

```
Private Sub InfoWindowsToolStripMenuItem_Click(sender As Object, e As EventArgs) Handles  
InfoWindowsToolStripMenuItem.Click  
    Beep()  
    Shell("winver.exe")  
End Sub
```

```
Private Sub PictureBox1_Click(sender As Object, e As EventArgs) Handles  
PictureBox1.Click  
    Beep()  
    PictureBox1.ImageLocation = Fotki(p1)  
    If p1 = 1 Then a = 1  
    If p1 = 2 Then a = 2  
    If p1 = 3 Then a = 3  
End Sub
```

```
Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click  
    p1 = 1  
    Label3.Text = "Spieler 1 :"  
    p1 = 1  
    Beep()  
  
    'Ify2  
    If PictureBox1.ImageLocation = Fotki(2) And PictureBox4.ImageLocation = Fotki(2) And  
PictureBox7.ImageLocation = Fotki(2) Then Label3.Text = "Gut Spieler 2 hat Gewonnen"  
    If PictureBox2.ImageLocation = Fotki(2) And PictureBox5.ImageLocation = Fotki(2) And  
PictureBox8.ImageLocation = Fotki(2) Then Label3.Text = "Gut Spieler 2 hat Gewonnen"  
    If PictureBox3.ImageLocation = Fotki(2) And PictureBox6.ImageLocation = Fotki(2) And  
PictureBox9.ImageLocation = Fotki(2) Then Label3.Text = "Gut Spieler 2 hat Gewonnen"  
    If PictureBox1.ImageLocation = Fotki(2) And PictureBox2.ImageLocation = Fotki(2) And  
PictureBox3.ImageLocation = Fotki(2) Then Label3.Text = "Gut Spieler 2 hat Gewonnen"  
    If PictureBox4.ImageLocation = Fotki(2) And PictureBox5.ImageLocation = Fotki(2) And  
PictureBox6.ImageLocation = Fotki(2) Then Label3.Text = "Gut Spieler 2 hat Gewonnen"  
    If PictureBox7.ImageLocation = Fotki(2) And PictureBox8.ImageLocation = Fotki(2) And  
PictureBox9.ImageLocation = Fotki(2) Then Label3.Text = "Gut Spieler 2 hat Gewonnen"  
  
    If PictureBox1.ImageLocation = Fotki(2) And PictureBox5.ImageLocation = Fotki(2) And
```

[illegible]

```
        If PictureBox1.ImageLocation = Fotki(3) And PictureBox5.ImageLocation = Fotki(3) And  
PictureBox9.ImageLocation = Fotki(3) Then Label3.Text = "Gut Computer Spieler hat Gewonnen"  
        If PictureBox3.ImageLocation = Fotki(3) And PictureBox5.ImageLocation = Fotki(3) And  
PictureBox7.ImageLocation = Fotki(3) Then Label3.Text = "Gut Computer Spieler hat Gewonnen"
```

```
End Sub
```

```
Private Sub PictureBox2_Click(sender As Object, e As EventArgs) Handles  
PictureBox2.Click  
    Beep()  
    PictureBox2.ImageLocation = Fotki(pl)  
    If pl = 1 Then b = 1  
    If pl = 2 Then b = 2  
    If pl = 3 Then b = 3  
End Sub
```

```
Private Sub PictureBox3_Click(sender As Object, e As EventArgs) Handles  
PictureBox3.Click  
    Beep()  
    PictureBox3.ImageLocation = Fotki(pl)  
    If pl = 1 Then c = 1  
    If pl = 2 Then c = 2  
    If pl = 3 Then c = 3  
End Sub
```

```
Private Sub PictureBox4_Click(sender As Object, e As EventArgs) Handles  
PictureBox4.Click  
    Beep()  
    PictureBox4.ImageLocation = Fotki(pl)  
    If pl = 1 Then d = 1  
    If pl = 2 Then d = 2  
    If pl = 3 Then d = 3  
End Sub
```

```
Private Sub PictureBox5_Click(sender As Object, e As EventArgs) Handles  
PictureBox5.Click  
    Beep()  
    PictureBox5.ImageLocation = Fotki(pl)  
    If pl = 1 Then j = 1  
    If pl = 2 Then j = 2  
    If pl = 3 Then j = 3  
End Sub
```

```
Private Sub PictureBox6_Click(sender As Object, e As EventArgs) Handles  
PictureBox6.Click  
    Beep()  
    PictureBox6.ImageLocation = Fotki(pl)  
    If pl = 1 Then f = 1  
    If pl = 2 Then f = 2  
    If pl = 3 Then f = 3  
  
End Sub
```

```
Private Sub PictureBox7_Click(sender As Object, e As EventArgs) Handles  
PictureBox7.Click  
    Beep()  
    PictureBox7.ImageLocation = Fotki(pl)  
    If pl = 1 Then g = 1  
    If pl = 2 Then g = 2  
    If pl = 3 Then g = 3  
End Sub
```

```
Private Sub PictureBox8_Click(sender As Object, e As EventArgs) Handles
```

```

PictureBox8.Click
    Beep()
    PictureBox8.ImageLocation = Fotki(pl)
    If pl = 1 Then h = 1
    If pl = 2 Then h = 2
    If pl = 3 Then h = 3
End Sub

Private Sub PictureBox9_Click(sender As Object, e As EventArgs) Handles
PictureBox9.Click
    Beep()
    PictureBox9.ImageLocation = Fotki(pl)
    If pl = 1 Then i = 1
    If pl = 2 Then i = 2
    If pl = 3 Then i = 3
End Sub

Private Sub Label3_Click(sender As Object, e As EventArgs) Handles Label3.Click

End Sub

Private Sub GamesToolStripMenuItem_Click(sender As Object, e As EventArgs) Handles
GamesToolStripMenuItem.Click
    PictureBox1.ImageLocation = Fotki(0)
    PictureBox2.ImageLocation = Fotki(0)
    PictureBox3.ImageLocation = Fotki(0)
    PictureBox4.ImageLocation = Fotki(0)
    PictureBox5.ImageLocation = Fotki(0)
    PictureBox6.ImageLocation = Fotki(0)
    PictureBox7.ImageLocation = Fotki(0)
    PictureBox8.ImageLocation = Fotki(0)
    PictureBox9.ImageLocation = Fotki(0)
    Label3.Text = "Neu Spiel "
    a = 0
    b = 0
    c = 0
    d = 0
    j = 0
    f = 0
    g = 0
    h = 0
    i = 0
    z = 0
End Sub

Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
    z = z
    pl = 3
    ' Label3.Text = "Computer Spieler :"
    pl = 3

    Beep()
    If z = 0 Then
        PictureBox1.ImageLocation = Fotki(0)
        PictureBox2.ImageLocation = Fotki(0)
        PictureBox3.ImageLocation = Fotki(0)
        PictureBox4.ImageLocation = Fotki(0)
        PictureBox5.ImageLocation = Fotki(0)
        PictureBox6.ImageLocation = Fotki(0)
        PictureBox7.ImageLocation = Fotki(0)
        PictureBox8.ImageLocation = Fotki(0)
        PictureBox9.ImageLocation = Fotki(0)
    
```

```

        Label3.Text = "Neu Computer Spiel Drucken Computer"
    End If
    'pirewszy ruch

    If z = 1 Then
        PictureBox5.ImageLocation = Fotki(3)
        Label3.Text = "Erste Linie Drucken Computer "
    End If
    'drugi ruch
    If z = 2 Then
        PictureBox1.ImageLocation = Fotki(3)
        Label3.Text = "Erste Linie Drucken Computer "
    End If
    'trzeci ruch
    If z = 3 Then
        PictureBox9.ImageLocation = Fotki(3)
        Label3.Text = "Erste Linie Computer Hat Gweonnen Drucken Computer"

    End If
    If z = 4 Then
        PictureBox1.ImageLocation = Fotki(0)
        PictureBox2.ImageLocation = Fotki(0)
        PictureBox3.ImageLocation = Fotki(0)
        PictureBox4.ImageLocation = Fotki(0)
        PictureBox5.ImageLocation = Fotki(0)
        PictureBox6.ImageLocation = Fotki(0)
        PictureBox7.ImageLocation = Fotki(0)
        PictureBox8.ImageLocation = Fotki(0)
        PictureBox9.ImageLocation = Fotki(0)
        Label3.Text = "Zweite Linie Drucken Computer "
    End If
    If z = 5 Then
        PictureBox9.ImageLocation = Fotki(3)
        Label3.Text = "Computer Zweite Linie Drucken Computer "
    End If
    If z = 6 Then
        PictureBox3.ImageLocation = Fotki(3)
        Label3.Text = "Computer Zweite Linie Drucken Computer"
    End If
    If z = 7 Then
        PictureBox6.ImageLocation = Fotki(3)
        Label3.Text = "Computer Hat Gewonnen Drucken Computer"
    End If

    If z = 8 Then
        PictureBox1.ImageLocation = Fotki(0)
        PictureBox2.ImageLocation = Fotki(0)
        PictureBox3.ImageLocation = Fotki(0)
        PictureBox4.ImageLocation = Fotki(0)
        PictureBox5.ImageLocation = Fotki(0)
        PictureBox6.ImageLocation = Fotki(0)
        PictureBox7.ImageLocation = Fotki(0)
        PictureBox8.ImageLocation = Fotki(0)
        PictureBox9.ImageLocation = Fotki(0)
        Label3.Text = "Jetzt Drucken Sie Menu Hilfe -> Neu Spiel "
        z = 0
    End If
    z = (z + 1)

```

End Sub

End Class

Koniec kodu.

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Koniec